from the EDITOR
by Rolly Herman

I was on vacation during the first two weeks of August, and, therefore, missed the meeting. But I have been informed of two things that happened at the meeting which I believe need to be discussed.

GIVE and TAKE

The first was a complaint from one of our members about notification of SIGS. Sometimes the arrangements for a SIG e made at a meeting, and the date chosen will occur before the subsequent meeting. Often the SIG date is also before the arrival of the W.A.N.D. It seems that this member, and others, do not attend a great many of our meetings, and so they do not know about the SIGS. They feel, therefore, that they should be notified via personal phone call from one of the officers of the time and place of the next SIG. What brazen arrogance !!!

Every club has those that "give" and those that "take" and some that do both. We have mostly "takers". It is really ironic that it is always the "takers" who rarely attend meetings, do not contribute anything to programs at meetings when they do attend, and never write articles for the W.A.N.D., but they are the first ones to want special attention.

I have two suggestions. The first is that anyone who misses a meeting should bear the responsibility of calling the secretary to find out what went on at the meeting. Second, if someone feels that all members that did not attend a meeting should get personal phone calls, then let that someone volunteer to get the information from the secretary and make all the phone calls. I will personally supply all the phone numbers to whoever volunteers.

THIEVERY

The second happening at the meeting was a disgrace. It seems that our president, Dominic, has a friend who wants to liquidate his entire stock of commercial and public domain disks. It had been arranged that Dominic would bring these to the meeting so that our members could examine them and purchase whatever they wanted. They were for sale at 60 cents per disk. Many had programs on both sides. This is just a few

cents more than the price for which we sell blank disks. This was really a fantastic bargain and there were several hundred disks available from which to choose. Dominic set them all out for perusal and sale on the honor system. Pick out the ones which you want, count them up, and pay 60 cents apiece. When the meeting was all over, and everyone went home, Dominic counted up the unsold disks and found that 46 disks had been taken, but not paid for. What a revolting situation!! Our club will have to pay Dom's friend for those disks.
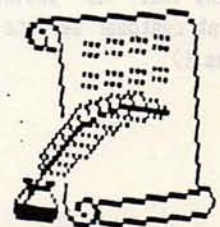
I have read many accounts of software piracy, but this is outright thievery. We should all be ashamed that it happened and that we must bear the guilt for the one or more dispicable characters who have perpetrated this deed. I am glad that I was not there to witness it.<>

MEETING NOTICE

Our meetings are usually held on the first Thursday evening of each month. However, because the first Thursday in September is so close to Labor Day, the membership decided to schedule the September meeting for the second Thursday of the month. Therefore, the next meeting will be on Sept. 10, 1987 at 8:00 PM at 100 High Point Drive, Hartsdale, NY. in the recreation room on the ground floor. Tell the guard that you are attending the Atari meeting. When you come into building 100, press the Black button for the guard to open the inner door. For travelling directions call Henry Jacoby at 914-761-8664.

The club has expanded its public domain library and Henry Jacoby will have new disks for sale. They will be available at the September meeting. Be sure to attend and purchase your copies.<>

HAPPY 1050 CONTROLLER

by John Palmer

Some time ago I decided that something was missing from my computer set-up so I bought a second disk drive and a HAPPY ENHANCEMENT. It allowed me to enjoy programs written for two drives and it cut down drastically on disk swapping when doing file maintenance etc.

Of course, the HAPPY ENHANCEMENT allowed me to back up all my software, contributing much to my peace of mind. Having only one HAPPY, however, I was back to disk swapping again.

I had a hard time justifying buying another ENHANCEMENT until HAPPY sent out a notice announcing a sale. Well, now I had no choice, the ENHANCEMENT was only $99.95! And that wasn't all, if you bought the CONTROLLER (now only $19.95), you could get the ENHANCEMENT for $89.95! That did it, I went back to the piggy bank and drew out my life savings.

About six weeks later, I received my latest addition. After carefully reading the instructions, I prepared to tackle the installation job. The installation of the previous HAPPY was a snap (if you followed the excellent instructions supplied) but the CONTROLLER seemed to be a bit more difficult. I got the necessary tools and workspace ready and proceded to install the HAPPY board. Before re-assembling the drive, I was instructed to install the CONTROLLER at this time. There is no soldering required, but some careful reworking of the drive's case had to be done to fit the board and switches. Once again the instructions were excellent. I took my time, and with the "help" of my eager 9-year-old son soon had a super modified drive.

OK, What does it do? The CONTROLLER does two things; 1) the upper (two position) switch allows slow/fast selection of the high speed read/write feature. This lets you boot a program that normally requires an un-HAPPY drive and then switch to fast for later disk access. (This works great on graphic adventures that load the pictures from the disk; the scenes are drawn three to four times faster); 2) The lower (three position) switch controls the write protect system. With this switch in the upper position, writing is enabled regardless of the disk notch or tab protection. In the center position the disk is protected and in the lower position the drive behaves as if un-modified. A yellow LED between the switches warns you when write is enabled.

You can also choose two other configurations of the write protect circuit to customize your drive. Software/hardware priority can be altered to please the user.

All in all, it is, to me, a worthwhile supplement to the HAPPY ENHANCEMENT. I congradulate Richard Adams (HAPPY COMPUTERS Inc.) for another fine product. Incidently, an excellent customer service department is available in case of problems.<>

FAREWELL JOHN PALMER

by Rolly Herman

We all deeply regret that John Palmer is leaving our area. He has been a hard working Sec/Treas. and has worked diligently as The W.A.N.D.'s advertising manager. He has been a close friend to me personally and I will miss him. John wrote numerous articles for the W.A.N.D., gave demos at meetings, and was active at SIGS, BBS's, etc.

John is planning to contact a user group in his new area, or if there is none, to form a new one. He also expects to keep in touch with us via mail, phone, BBS, etc.

We all wish you, John, the best of health, happiness, and success. May your relocation prove to be a blessing to you and your family. Good Luck and Happy Computing!!<>

GOODBYE

I want to take this opportunity to say goodbye to the members of this group, some of whom I have established relationships with during the past few years. Regrettably, I must leave this area and give up the ability to attend meetings. This necessitates leaving my post as secretary-treasurer since I will be gone by the end of August. I will, however, remain a member and correspond with the group on a regular basis.

I must also thank all of you for the help I have received and the good times we have shared. Anyone wishing to contact me may do so by phone or mail.

John Palmer
P.O. Box 42
Meridale,NY
13806
607-746-3985
<>

*** >> SIGS << ***

There will be two SIGS (Special Interest Group) during the month of September. On Wed. Sept. 16 at 7:30 PM at Hr Jacoby's the SIG will be concerned with using the Gu network.

The second SIG will be for beginners at Dom Minnitte's at 7:30 PM on Mon. Sept. 21.<>

Eight Bit Gem.

After finding the demo of GOS and seeing the interest that it generated I became anxious to speak with David Sullivan who wrote the program. After attempting to call Mr. Sullivan to no avail on two occasions I contacted ANTIC magazine. My hopes in doing this were that ANTIC would be familiar with David Sullivan, GOS or both. As it turns out ANTIC claimed never to have seen the program and also that David Sullivan was news to them. Lets begin at the beginning. At ANTIC I spoke with a few clerk types before being connected with Charlie Jackson, ANTIC's editor online for Comp-U-Serve. He seemed very interested in a graphic operating system for the 8-bit ATARI, so much so in fact that he expressed a desire to obtain a copy immediatly by down loading it from the RIACE BBS. I gave Mr. Jackson the RIACE number and true to his word he got online and downloaded GOS the same afternoon. When I last spoke to Mr. Jackson it was understood that he would leave me a message on Comp-U-Serve regarding his success in locating David Sullivan and getting a more complete version of GOS. I was back in touch with Mr. Jackson on Friday afternoon. He had indeed reached David Sullivan and was at the moment looking at a newer version of GOS that David Sullivan had sent him via David's BBS. He told me further more that David Sullivan had written still a third version that is in machine language, took up less memory and is 100% graphics. ANTIC went on to say that they were willing to purchase this GOS from David

Sullivan if he failed in his efforts to reach an agreement with ATARI for purchase of same. Also ANTIC promised to credit RIACE with pointing out the benifits of this program to them. Now I went ahead and gave David Sullivan a call. I told him over the modem who I was and that I had called ANTIC magazine. David came online and agreed to go voice for a chat. He said he was quite surprised to hear from ANTIC at this time since he had sent them a copy of GOS when he first wrote it as a demo way back in "85". He also sent a copy to ANALOG, Comp-u-serve and GENIE. David said he told all of them that he was giving it away and they could do with it as they please. No response followed. David explained how he had written this program in one evening to bring to a user's group meeting as a demo. He wanted to show it because on that night this particular group was showing an ST and an AMIGA. David thought it would be nice to show an 8-bit running on a graphic operating system. He placed it in the public domain and went to work on a newer version written in machine language that has many additional features. His new version which is under consideration at ATARI as their new operating system is 100% graphics. It has windows and movable icons and David who owns both an 8-bit and an ST considers it to be a little faster than the ST version, while almost identical in looks and usage. David Sullivan has written many programs for the 8-bit ATARI. On many occasions he has written a program for a specific user's group and allowed that group to do as they please with the program, whether that be to sell it or just distribute it under the user's group name. He said that perhaps he could do somthing like this for RIACE, since he was quite pleased that we had been the cause of renewed intrest in the GOS program via ANTIC magazine. He also said he hoped to be able to send us a sample of the new machine language version which is called DESKTOP.

BLAZING PADDLES

REVIEW BY
ROLLY HERMAN

Until recently, the MicroIllustrator program used with the Koala pad has been the best drawing/painting program available. However, it does have some shortcomings. The main one is that it has NO provision for printing out the drawings. The artwork which you painstakingly produce must be saved to a disk and then a screen dump has to be used to produce a hard copy on your printer. Also the usual format in which the artwork is saved is a type of compressed format (less than Ø62 sectors) which is fine for getting more pictures per disk, but most of the screen dumps use Ø62 sectors, so the pictures have to be converted. This is a nuisance. There is a shortcut, using the INSERT key, but there are problems with filenames, etc.

Along comes Blazing Paddles, which is like an updated revision and modification of the MicroIllustrator program with quite a few additions and enhancements and especially the ability to produce a very fine hard copy print-out.

Blazing Paddles comes on a disk with the Commodore version on one side and the Atari on the other. It will work with the 800, 800XL, 1200XL, 65XE, and 130 XE with at least 48K of RAM.

The manual is written for the Commodore version with a separate insert for the Atari. (Atari seems to be a step-child). For the Atari, the program will work with the Koala Pad or Atari Touch Tablet, paddles, Joystick, and certain models (but not all) of light pens. I was able to use the light pen made by Tech Sketch, but not the Atari light pen. If you use a light pen, you must remove all screens in front of the TV or monitor. The light pen MUST be placed right against the picture tube.

The main menu is similar to MicroIllustrator with icons to choose from for the various functions. There are a few more options than found in MicroIllustrator such as Spray, and Shapes, and one that I like particularly, Text. There is also an Undo function which will erase the last item placed on the picture. Another very handy function is Scroll which allows you to move the entire picture up, down, right or left. There is a cut and paste function called window which is also quite handy and a library of pre-drawn shapes that can be used alone or added to your own pictures.

The pictures can be saved and loaded to and from disk without any problem. They are in the standard Ø62 sector format and can be converted back and forth when used in any one of the conversion programs. Pictures from other programs (including MicroIllustrator) that are converted to standard Ø62 sector files will work fine with Blazing Paddles.

When ready to print out your picture, there is a menu selection for printer drivers. Choose from Epson with Graftrax, Gemini, Panasonic, or the Okimate 20 for a color printout (using a color ribbon). The printout is full page and on a black and white printer the colors come out in shades of grey.

CONTINUED in NEXT COLUMN

To summarize, I believe that Blazing Paddles will supercede MicroIllustrator as the picture program of choice. It seems to do everything that the latter did plus a great deal more. If you have a Koala pad you will like the extra features available. From now on, when I use my Koala pad, I will be with Blazing Paddles.◇

CONTINUED from PREVIOUS PAGE

All in all, it made for interesting conversation and puts RIACE in the enviable position of getting some pretty hot inside information. I will do my best to follow up on this and I will make copys of David Sullivan's catalog for our membership as soon as it arrives.

[Editor's Note: See the follow up article "GOS goes GOE" in this issue.]

[Editor's Note: The following article was reprinted from NYBBLES & BYTES, JULY, 1987 issue, with our thanks.]

ANTIC'S JUNE '87 CES REPORT
BY NAT FRIEDLAND, ANTIC EDITOR

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Atari's 8-bit computer line is far from dead -- with a new double-speed, double-density 5 1/4 inch disk drive due this summer, as well as the long-awaited 1200 baud plug-in modem and the 80-column box...plus the XE Game System that comes with 64K, a keyboard, a light gun and Flight Simulator II.

The ST has yet another new wave of remarkable and mind-boggling products on the way. Within our first hour at CES we saw a 4-megabyte memory board that goes into any ST without soldering, and the Hybrid Arts ADAP Soundrack CD-quality stereo sampling and editing system that competes with the vastly more expensive Synclavier and Fairlight in high-end MIDI.

And these are just quick first impressions from the opening hours of a Consumer Electronics Show that supposedly was not going to produce any major new Atari announcements... The first day of CES is still underway as I write this on Antic's trusty Radio Shack 100 in hopes of catching a special Saturday merge that ANTIC ONLINE has arranged with CompuServe. So let's get right to the opening round of news:

8-BIT UPDATE
We'll start with the good news for 8-bit users. The XF551 disk drive is the big surprise. It's a compact 5 1/4 inch drive in XE gray, about 3/4 the size of the

CONTINUED on NEXT PAGE

now-discontinued 1050 drive and priced in about the same $160 range as the 1050. The XF551 is also claimed to be 2.9 times faster than a 1050 and boasts true double density -- as well as automatic compatibility with every other density format ever used for the 8-bit Atari. It seemed clear from talking to a number of Atari sources that a 3 1/2 inch disk drive for the 8-bit computers is now unlikely to be produced.

The XF551 drive will have a new ADOS operating system which is nearing completion by OSS, the creators of DOS 2 and DOS 2.5. Promised features of ADOS include a tree structure allowing directories and easy toggle between menu or command operations.

According to Atari's Jose Valdes, the key engineer/ designer of the new XE products described in this dispatch, the first XF551 drives can be expected to start trickling into the stores by July. The same July arrival date now holds true for the 80-column XEP80 display box (reviewed in the July '87 Antic) and the new 1200 baud SX212 modem. Valdes says both products have been delayed by a wait for delivery of main chips, but all other components and packaging are stockpiled in readiness for assembly at Atari's Taiwan factory.

AtariWriter Plus 80 was operating on the XEP80 in a razor-sharp 80-column display at the Atari Booth. The SX212 modem will be bundled with a new version of Keith Ledbetter's famed Express software which the author is scheduled to demonstrate later in the show.

XE GAME SYSTEM

The first working pre-production prototypes of the XE Game System were on view atop the roof of Atari's large booth structure, along with a real Cessna airplane that Atari somehow got into the new CES North Hall. The Game System is essentially a two-piece 65XE computer that costs as much as a 130XE.

But instead of 128K memory, you get a light-gun, a joystick and three games -- Flight Simulator II on cartridge, Missile Command in ROM and a pistol game called Bug Hunt. At least 18 arcade and disk best-sellers are now promised for Atari cartridge by Christmas, including 1 On 1, Gato, Midnight Magic, Karateka, Choplifter and Blue Max. Most titles are to sell for $19.95 each.

Atari Software Director John Skruch says the XE can get as much as 256K on a bank-switching cartridge. Flight Simulator II only required 128K. Two hard-hitting TV commercials for the Game System were on Display. The system is designed to be sold in separate pieces overseas. Eventually the light-gun will be available in the USA as an 8-bit peripheral. An ST mouse will work on the XE Game System in trackball mode.

8 BIT PRODUCT ROUNDUP

"Okay, all those letters this month from Antic readers have convinced us there's still an 8-bit Atari market out there," said Springboard Software president John Poulson at his company's CES booth. "You'll be glad to know that Springboard has now started work on an 8-bit Atari version of Newsroom.

Newsroom is a popular entry-level page layout program for easy newsletters. Springboard is already showing an ST version of their Certificate Maker here, this product is currently shipping.

Good news for Atari graphics users who have been trying to find a touch tablet. Suncom's Animation Station for XL/XE is now available. The included software provides many pre-drawn pictures as well as automatic shape generation. The tablet can be used in place of joysticks or paddles to control any standard Atari software, according to Suncom.

At Antic's suggestion, Suncom is now looking into converting their convenient keyboard-mounted joystick for use with the Atari 8-bit and ST.

Strategic Simulations Inc. had extra reason for celebrating at their suite, high above the Chicago River. Last week they signed a contract with TSR to start the first computer versions of the original Dungeons and Dragons games. You should be able to play D&D on your Atari by Christmas.

Datasoft, now being released through Electronic Arts, has two welcome 8-bit titles due out before July. Video Title Shop ($29.95) lets you create colorful animated sequences with graphics and moving text -- which can be transferred to your videorecorder tape via standard electronics cables. Video Title Shop includes the Micro-Painter Plus paint program and a library of built-in borders and screen images Scrolling, position-changes, fadeouts and a whole range of video special effects are supported. A second disk of video "clip art" for the program will also be released this year.

Also from Datasoft at $29.95 is the second installment of Alternate Reality -- The Dungeon -- which seems to play much faster and more conveniently, with less disk swapping than the earlier installment of this large-scale graphics adventure game.

Most of the unreleased software on display at CES was promised for shipment by early summer. One of the few new packages I was actually able to bring back for review is... Virtuoso. This is the long-evolving music/graphics storyboard system that Antic previewed *almost two years ago*. The XL/XE version is $49.95 and the ST version is reportedly well along in development.

Infocom had two of its top adventure programmers on hand at the show.--Dave Lebling (Lurking Horror) and Steve Meretzky (Stationfall, Hitchikers Guide). Brian Moriarty was left home in Boston to continue working on the new Beyond Zork project which will blend role-playing with the text adventure format.

Activision, Infocom's parent company, had only two arcade cartridges for the Atari 2600, Kung Fu Master and Commando.

AVATEX 2400 BAUD MODEM

Avatex, well-known for its low-priced Hayes-compatible modems, now has a speedy 2400 baud unit. List price is $319 but previous Avatex modems have been dramatically discounted.

We ran into some offbeat items for souvenir-hungry Atarians. Classic Covers offers protective covers for Atari computers, monitors, disk drives and printers -- all emblazoned with a big golden fuji symbol and the Atari name.

Another company was showing credit-card-sized pocket calculators featuring the fuji and Atari name.

By the way, Atari used the CES opening to announce that they had a 45% increase in first quarter sales this year -- $65.1 million -- and they were making a 2-for-1 stock split.

This news bumped up the price of Atari stock by about $5, to over $30 per share.

CRIME

COMPUTER USERS FALLING VICTIM TO NEW VANDALS
The Evening Post
Charleston, SC, Tuesday, May 19

NEW YORK (AP)--Unsuspecting computer users are falling victim to a new breed of vandals who sabotage computer bulletin boards with sophisticated programs that erase and scramble computer files, according to a published report.

The programs, known as trojan horses, pretend to be something useful, like a word processor or game program, but instead erase or scramble data stored in computers, The New York Times reported in today's editions.

The vandals, using telephone links from their computers, are transferring the destructive programs onto the electronic bulletin boards hoping to fool thousands of people into using them in their own computers at great harm, the Times said.

The practice is stirring mistrust and anger among business executives, academics and hobbyists who exchange free computer software on the bulletin boards.

"It's like poisoning the candy in the supermarket on Halloween," Ross M. Greenberg, a Manhattan computer consultant, told the paper. "I guess the people who devise these things take pleasure in destroying other people's work."

The paper said the programs began appearing several years ago and have reached a level of sophistication that allows them to sometimes outfox computer experts who are on guard for them.

Some of the dozens of trojans in circulation begin their destruction within minutes, while others perform as legitimate software for weeks or months and then touch off an electronic time bomb, the Times said.

The trojan software represents another chapter in the exploits of computer hackers, who devote countless hours to computerized subterfuge. Yet unlike hackers who amuse people with their cleverness, "the hacks who write trojans are simply mean-spirited and malicious," Dave Bayer, an assistant professor of mathematics at Columbia University told the paper.

The people who write and distribute trojans enjoy the same anonymity as prank phone-callers, the Times said. Even if a writer were identified, it would be a vexing task to find an applicable state or federal law for prosecution.

Greenberg said there are several defenses against the trojans, including software programs that alert computer users to suspicious activity.

RANA DRIVE REPAIR

Answers-Tips-and Relevant Information
by Paul Alhart

RANA:

If you own a Rana Disk drive, sooner or later, the disk eject spring is going to break. When it does, go to your local hardware store, and pick up a 1/4" Molly Bolt. The spring used in the Molly Bolt is just what you need.<>

29% OF HOME COMPUTERISTS HAVE MODEMS

It's not the most cheerful assessment we've ever heard, but... Computer + Software News, a prestigious trade newspaper that covers the software industry, recently surveyed home computer users about what peripherals they have on their systems and found that only 29 percent have modems. Furthermore, only 11 percent of them said they plan to buy a modem in the near future. Dan Janal, a New York correspondent for CompuServe's Online Today electronic edition, says at least pârt of the problem for the depressed (and depressing) sales may be a lack of consumer understanding of modems. Carl Gritzmaker, president of modem-maker Migent, says, "It's a question of educating consumers and a question of the variety of sources of information available to consumers over the phone lines. The modem will become essential as consumers do more banking and paying bills by phone with new vertical market software programs. "One of the reasons there's a lack of penetration of modems is the disproportionate price between a modem and the PC system." Maybe so. Certainly gives us something to reflect upon...

WRITE AN ARTICLE FOR THE W.A.N.D.

ATARI NEWS
Reprinted From MICHIGAN ATARI MAGAZINE by permission.
Compiled by John Nagy

The ATARI IBM CLONES may NOT be a reality, on the other hand... for a while, anyway. Two problems are the major hangups: negotiations for GEM for the machine, and FCC acceptance. Neither area has had any positive movement, despite ATARI's optomistic projected "spring '87" release of the $500 do-it-all PC compatible. The GEM interface, owned by DIGITAL RE-SEARCH Inc., would make over 700" ST titles directly portable to the machine, but according to DRI, no agreement is near on the licensing of the interface. Additionally, FCC type acceptance is neccesary for any commercial computer product, a process that can take literally forever, but never less than about 40 days. ATARI hasn't even APPLIED for approval, since there is not yet a finished production model. Industry observers note that the announcement has seriously turned down the purchases of the ST machines, and that the lost sales cannot be made up for within the ATARI line because the new machine isn't ready. This is exactly how OSBORNE COMPUTER CORP put themselves out of business a few years ago. They announced that a great new machine would be out shortly, which killed sales of their available product, and then couldn't produce the new product due to lost revenue and production problems. Can't ATARI learn from history?

WRITE 80
80 COLUMN WORD PROCESSOR
(C) 1985 NTS SOFTWARE

By Al Tressel

WRITE 80 is the first 80 column word processor I have seen for the Atari 8 bit computers. Ever since I bought my first computer back in 1978, the venerable TRS-80 Model 1, 80 columns on screen has been sorely missed on my Atari 800. Now we Atari owners can finally have an 80 column word processor with NO ADDITIONAL HARDWARE REQUIRED. You just boot the program up and voila, 80 columns! The readability of the characters isn't bad, and I only have a regular TV set as a monitor. I would like to see this program on a color monitor, as I am sure the clarity would be greatly increased.

One of the features I like about this program is that many of the commands are the same as those used with Atariwriter. Commands such as Control-J for Justify, Control-C for Center Line, and Control-Delete for Delete Space, are the same in Atariwriter. This feature makes you feel right at home, so you don't have to worry about learning a whole new set of commands.

One of the main differences between WRITE 80 and Atariwriter, is that WRITE 80 is a "pager". That is, you write one page of text at a time and save it on a data disk. Pages are numbered in the sequence in which they are to appear in the text. Page numbers can be changed if you wish to rearrange the sequence. In this way pages can be merged or appended into existing text. The reason for this is that in order to attain 80 columns on screen, the program had to be written in graphics 8 (high resolution). So the program doesn't scroll text one line at a time. Instead any 19 line portion of a page can be displayed on command.

Some of the other features of WRITE 80 are Search & Replace, Search, Delete All Text, Delete All After Cursor, Justify Text, Unjustify Text, Print Text, and Center Line. There is also a buffer save which allows you to save any part of your text to a buffer and re-insert it anywhere within the text. There is also a Help Mode, which allows you to view your document as it will be printed. While in the Help Mode, you can make formatting changes such as top margin, lines per page, left & right margins, etc.

All in all, I was very impressed with this program and I highly recommend it to any Atari owner who would like to have a full scale 80 column word processor just like the "Big Boys" have! WRITE 80 is available from:

NTS Software
P.O. Box 623
Williamsville, NY 14221
(716) 634-0578

XF551 AND ADOS

Here's some additional details about the new Atari 8-bit disk drive and other Atari hardware.

Essentially, the XF551 is an adaptation of the standard disk drive mechanism being used for Atari's IBM clone. The 360K, double-sided, double-density 5 1/4 inch disk drive runs 2.9 times faster than the Atari 1050 and is due in the stores this summer at a $199.95 list-price.

The XF551 can automatically adapt itself to today's single density and enhanced density DOS disks. However, ADOS, the new OSS operating system coming with the XF551 includes a tree structure allowing subdirectories, easy switching between menus or keyboard commands, and a high degree of file recovery safety.

Bill Wilkinson of OSS says that ADOS will run on any Atari-compatible disk drive, from the old 810 to a 16Mb hard disk. Although 8Mb is the upper limit for efficient operation, a larger hard disk can be partitioned into several logical drives. DOS 2 and 2.5 files can be read into ADOS, but ADOS is not fully compatible with the older operating systems.

Along with the XF551, the Atari products announced in January at the previous CES are now also scheduled for summer release. This impressive list includes the Mega ST in 1, 2 and 4 megabytes, a $1,500 laser printer, the Atari PC clone, the $150 XE Game System version of the 65XE, the 80-column XEP80 display box and the 1200-baud SX212 modem.

By the way, Atari is going back to Chicago in three weeks, where it will show off the ST's MIDI power and become the first personal computer company ever to exhibit at NAMM, the musical instrument industry's show.

MEETING MINUTES
by Ed DiMaria

Our monthly meeting was held on Thursday, August 6th. The minutes of the June meeting were read and accepted. The Treasurer's report will be read at the next meeting.

One of our members was a little frustrated that he was not informed of the SIGS that had taken place between meetings as he had not attended the previous meeting. After some discussion we agreed that anyone who cannot attend a meeting should contact any member of the executive committee (our phone #'s appear on the last page of THE W.A.N.D.) to find out about any of these SIGs.

Two new members, Wolfgang Rasche and Norman Olton, were welcomed by President Dom Minnitte and they introduced themselves.

Henry Jacoby indicated that he would sell our lib disks by having members give him a call and make arrangements to come up to his apartment. They could preview and purchase the disks, thus avoiding any unnecessary copying and letting you know what are on the disks.

Lewis Sunderland indicated that he had uploaded some

GOS goes GOE
By Alan Roseman
a RI ACE Exclusive

GOS NOTES FOLLOW UP
By Alan Roseman

Well, it's been awhile since I wrote "GOS NOTES" for our newsletter. We have all been waiting patiently for Mr. David Sullivan to send us some updated information. For those of you who missed the article Mr. Sullivan wrote " GOS", a graphic operating system for the 8-bit ATARI.

The version we received was incomplete and was only the beginning of the finished program. Mr. Sullivan had promised to keep us informed of the "GOS" programs development. What follows is a brief account of the latest information sent to us from David Sullivan of TOTAL CONTROL SYSTEMS.

In a short letter Mr. Sullivan thanks us for creating new interest in his GOS program. He also sent us information regarding his BBS programs BBSxe and BBSst. The information on the BBS programs was turned over to our RIACE sysop, Bob Burns, at the last meeting. This may offer RIACE an alternative to waiting for ST EXPRESS !. RIACE is fortunate to have a Bob Burns to sort through the plethora of information regarding BBS's and their operation.

Now then, "GOS" has been given a new name since we last touched base. It's new name is "GOE" for Graphic Operating Enviornment. It will require an ATARI computer with at least 64k of memory. It will operate with an ATARI MOUSE or ZOBIAN CONTROLS RAT as an option. It is scheduled for release in the Spring-Summer of 87.

GOE will include goDESK and goPAINT in it's introductory package. Another program called goWRITE will be made available to all GOE owners for $14.95, and will include ver 1.1 of GOE which will follow the first release.

GOE will work as an OS, but requires the user to provide a DOS, thus maintaining it's compatability with most ATARI DOS systems, including SPARTA DOS. In this way GOE will be compatible with most new programs being made available for the ATARI 8-bit.

Here are some descriptions of the individual programs available in GOE. goPAINT is a mouse controlled paint program, it features a half screen paint mode and icon window at the bottom.

goPAINT features different brush types, multiple font styles, spray paint, object moving, circle drawing, real time magnification (always present in icon window) and more. goPAINT will allow you to paint in antic mode E (like ATARI TOUCH TABLET) or graphics mode 8 (300 x 200 resolution).

The GOE product line will be expanding and will soon include, goWORD a full blown word processor, goTERM a terminal program, goINDEX an index program to keep track of your phone numbers or address book, goBASIC a program to allow ATARI BASIC from a window and much more.

GOE will be available in May (87) and GOE ver.1.1 will then be released in July (87). If you would like more information on this product send a S.A.S.E. to TOTAL CONTROL SYSTEMS. If you like, you can make an advance order and be notified immediatly of the programs completion.

The address is:
TOTAL CONTROL SYSTEMS
4156 TOLOWA STREET
SAN DIEGO, CA. 92117

I think that such a vigorous programming job should be acknowledged. If you feel inspired to do so, please send Mr.Sullivan the S.A.S.E. that he asks for. As we all know it is always nice to hear that people are appreciative of your efforts. Also this may serve to keep programmers such as David Sullivan interested in producing quality 8-bit software.

I know that David Sullivan has already purchased an ST. So again, it will be to the advantage of the ATARI 8-bit users to make such people aware that interest and demand DO exist.

Tell him RIACE sent you.

(Editors note: May 15th it should be noted as of may 15th RI ACE has yet to receive any software from Mr. Sullivan. Both Alan and Bob Burns have left him E-Mail on his BBS and Compuserve which he did not respond to. In an earlier call he told bob Burns that he had sent the Total Control BBS ST to him and that RI ACE could beta test it. Unfortunately Mr. Sullivan's credibility is at stake here and it does not seem more than just another case of vaporware. Hopefully the package will arrive or Mr. Sulluivan will respond to our inquires.)

files which he had written, onto Compuserve, that would take a Syncalc database and document its' index and also modify look-up files. He is willing to make copies for anyone who is interested.

The ST color system is now selling at about $500 and Dom brought to our attention that the 8-bit emulator exists but that it runs very slowly. He feels that once it's in the public domain someone out there will make it run efficiently. I am sure a few of us will get serious about purchasing the system if this occurs.

Rick Greenspan had some problems during a recent electrical storm. It seems that although his system was turned off, his Indus drive became inoperable. He found a service that will swap drives for $65. Anyone having similar problems should give Rick a call for details.

Rick also wished to acknowledge Henry Jacoby for popularizing our group through his recruitment of many of our members. He made a motion to give Henry the title of Public Relations Director of the Group. This motion was unanimously accepted.

Henry advised us that he would not be able to use the conference room on the first Thursday of September so a motion was made and seconded that our next meeting will be held on Thursday September 10th.

Dom Minnitte asked if anyone was interested in a SIG. After some discussion we agreed on having two SIGS. The first SIG will be on GENIE, a service that a lot of us are starting to access. The date is September 16th. at Henry Jacoby's starting at 7:30. The second SIG will be for beginners, although I'm sure we could all learn a lot from it. We will try to cover all the basics, from equipment operation and DOS to any shortcuts we have learned. The date is September 21st.,7:30, at Dom Minnitte's. Call for directions.

The meeting was adjourned at 7:45 and I gave a demo on Crossword Magic, a very nice puzzle generator, and The Electronic Cookbook, a potpourri of financial calculations that is user friendly.<>

Atari Shows New Colors

GERMANY: Atari Corp has shown its new line of computers at the Hanover Computer Fair in Hanover Germany. The Hanover Fair is the largest in Europe and can be used as a predictor for the upcoming Comdex Show in Atlanta on June 4th and the CES in Chicago on May 30th.

The Atari booth was buzzing with the new Mega ST computers in a new style and color.

Blue and White

The color is blue and white and the style is sleeker. It seems that Atari had shown a proto-type of the Mega STs at the CES in January but it was more or less an 520 ST with a CPU Box. Now the keyboard component is smaller and the keys are more sculptured. Also the keyboard is not as spongy as the 520 ST. The Mega STs will not be called Mega. It seems that if you say mega fast three times it sounds like another computer that is competing against Atari: AMIGA. So Atari right now is exploring possibilities for the new computer's name. Right now some mail order companies are calling it the STFX1-4. One being one meg and all the way up to 4 for four meg of ram.

The new STFX system will be an upgradable system with a detachable cord to link it to a slot card expansion box. This expansion box will also be available to present ST owners. That way we all will be able to expand when the time comes. And the time may well be too soon because the new Atari Laser Printers have now been released in Europe. Packaged with the premier Desk Top Publishing System: **READY, SET, GO!** the ST system with it Laser Printer and 4 Meg CPU is the most powerfull desktop publishing system that you can buy for under $4,000! It by far and away will become a force to recon with in the popular field of Desktop Publishing. READY, SET, GO! is a very powerfull system and is one of the premier desktop publishing programs for the Apple Mac.

Coupled with the 4 meg ST and the laser printer it will become the most afordable home or office desktop publishing system on the market. (Editors Note: This is not to put down Publishing Partner which this newsletter will be continued to be done on. Publishing Partner's owners would not part with its exclusive ownership. Shawn Fogle and his partner felt Atari did not make good on its promises and made late payments for services rendered. So they opted not to license PUBLISHING PARTNER to Atari for its laser system. ST Applications-May Issue.) READY,SET,GO! is considered by many experts to be what Atari needs to gain respect in the desktop publishing industry. Add the powerfull Wordperfect Word Processor and you may have the best desktop publishing system ever. The ST is more powerfull than both the MAC and the IBM PC and it was only waiting for the software to make it competative with the other two systems. Now that the software is here Atari can boost of having the most powerfull system available. With the low price of $4,000 for a complete system it will become the best buy of 1987! The badly needed publicity which Atari is lacking will come from all areas. But Atari has to make good its promise of releasing the Meg STs with the laser printer. The original promised date was June 1987. This was thought to be in the United States and not Europe. By my calculations we probbly wont see the Mega STs and the laser printer until early winter 1987. Hopefully they will be ready to be shipped when we have our fall ATARI

Ready, Set, Go!

FEST at the Worcester Centrum on Columbus Day weekend. This Atari Fest will be the largest on the eastcoast and will feature hundreds of vendors and industry representatives. RI ACE will be there with a booth and may be featuring ICD products. (Right now we are in the process of negotiating with ICD about showing there product line at the ATARI FEST. Stay tuned for details.) We have a large

contingent of members going with us to th Fair to man our booth and to help Ala Glick, ST Director from the BCS who ar sponsoring the show) with setting up th equipment. This will give us the opportunit to attend the press conference on frida night. Getting back to the Laser System S if it is ready for shipment at the show the this show will be an historical event in Atar history. It will mark the entry of Atari int the mainstream of respectability in desktor publishing and business computers. W will finally be able to say we own an Atar and not be ashamed of others thinking it is game machine. Respectability in itself wi catapult the Atari Corp into a solid compute manufacturer for years to come, keeping current with software and hardwar expansions.

Atari Fest Oct. 10

You can look for also in the near future a expansion box for all ST models that will be expanable to 16 meg. Also a powerfull image scanner by Softlogik that will be affordable and easy to use. Its graphics capablities will vastly improve the graphi libraries of Publishing Partner and Ready-Set, Go! More software for the 8 bit system is in line also. Atari has revamped its 8 bit system into an XE game system expandable to a computer and disk drive (The Adam may be resurrected?). It will be essentiall an XE computer with a detachable keyboard and a new sleek 5 1/4 disk drive. It will run all the current software as well as some new carts. Also it will have an adapter to run 2600 carts. Atari has finally bent under criticism and called its 8 bit sytem a game machine. But not to let a good thing die which it is slowly doing, it has repackaged it as a game system. Hopefully this will cause the software producers to start making programs for the 8 bit system again. The future looks bright for Atari. And for those of us who own Atari computers, especially the ST systyems, it will be a ttme for new inovative applications we never dreamed of.

Change Defaults
in AtariWriter Plus

A-T-A-R-I
Answers, Tips, And Relevant Information
by Paul Alhart

I really tire of doing the same thing over and over again. After all, I have a computer to do that kind of thing for me, don't I? AtariWriter Plus is a pretty decent word processor but every time I load it up I have to go to the Global Menu and set the defaults the way "I" want them. I happen to like my margins different than ATARI does. If I want to do Double Column Condensed Printing, like for this News Letter, then it's back to the Global Menu to set the Font, Left Margin, Right Margin, 2nd Left Margin, 2nd Right Margin,.... Now what was the value to use for the 2nd Left Margin? Anyway, wouldn't it be nice to have them already programed in? Hell, (I bet you guessed) YOU CAN!! And you can have TWO (2) sets of YOUR defaults loaded in at the same time. What?? Two sets?? Yes, and here is how.

At the bottom of the Global Menu it says "Press TAB for defaults". There are already two sets of defaults. ATARI just chose to make them both the same. The first set loads in when the program is first booted up. The second set loads in when you press TAB from the Global Menu. The only catch is that they aren't the defaults WE want. So WE will just have to change them. That's exactly what the following Type In Program (AtariWriter+ Default Adjuster) allows you to do. And it will work on either the 48K or the 130XE versions.

I tried to keep the program as short as possible without using any "special" characters. As a result there are a few important precautions to follow.

1 Type it in carefully and save it to disk. Double check lines 700 to 730. Why not make an extra copy for the Club Library while you are at it.

2 Copy the file "AP.OBJ" form your AtariWriter+ disk to a freshly formatted (Single Density) (BLANK) disk.

3 Make another copy of AP.OBJ just to be safe.

4 RUN AtariWriter+ Default Adjuster and follow the prompts. You can enter any number from 0 to 255 for each default value, but AtariWriter+ is fussy. Page Wait for instance can only be a 0 or a 1, so enter with care.

5 Copy AP.OBJ back to your AtariWriter+ Disk.
That's all there is to it. You now have two sets of defaults (of your choosing). One when AtariWriter+ first loads, and the other any time you press TAB from the Global Menu.

!!!NOTE!!!!
AtariWriter+ uses a bad sector for it's Copy Protection. This sector is not "in" the AP.OBJ file, or any of the files for that matter. This allows you to copy the files back and forth without problem. Just don't Format your AtariWriter+ Disk. The bad sector is checked by the program and will not run without it.
If things go sour, just Copy that back up copy of AP.OBJ that you made in step 3 back to your AtariWriter+ Disk and you'll be back where you started.
Now, Can anyone tell me how to disable that awful bell without having to type "Control B" every time I load up AtariWriter+???

```
1 REM AtariWriter.Plus
2 REM Default Adjuster
3 REM by Paul Alhart for
4 REM The Atari Federation
5 REM July 1987
6 REM
10 DIM A(55),B(27),A$(3):C=0:E=0
15 ? CHR$(125);"Place disk containing 'AP.OBJ'":? "in Drive &1."
20 ? "Press RETURN when ready":INPUT A$
30 TRAP 1000:POKE 82,2:OPEN #1,12,0,"D:AP.OBJ":
NOTE#1,Q,W:Q=Q+79:W=W+56
40 IF C=2 THEN 1000
50 POINT #1,Q,W:B=0:FOR I=1 TO 4:GET #1,A:B=B+A:NEXT I
60 IF B<>262 THEN Q=Q+21:W=W+36:C=C+1:GOTO 40
70 FOR I=0 TO 55:GET #1,A:A(I)=A:NEXT I
80 ? CHR$(125),"CURRENT  DEFAULTS":? :? "POWER UP",,"TAB
KEY":POSITION 2,4:C=0:GOSUB 500
90 C=C+32:POKE 82,22:POSITION 22,4:GOSUB 500
100 POKE 82,8:? :? "Edit  Write  Quit":INPUT A$
110 IF A$(1,1)="Q" THEN END
120 IF A$(1,1)="W" AND E=1 THEN W=W+4:GOTO 700
130 POSITION 8,4:E=1
140 FOR I=0 TO 13:INPUT A$:A=VAL(A$):B(I)=A:NEXT I
150 POKE 82,28:POSITION 28,4
160 FOR I=14 TO 27:INPUT A$:A=VAL(A$):B(I)=A:NEXT I
170 GOTO 100
500 ? "B )--- ";A(C)
510 ? "D )--- ";A(C+2)
520 ? "G )--- ";A(C+5)
530 ? "I )--- ";A(C+7)
540 ? "J )--- ";A(C+8)
550 ? "L )--- ";A(C+10)
560 ? "M )--- ";A(C+11)
570 ? "N )--- ";A(C+12)
580 ? "Q )--- ";A(C+15)
590 ? "R )--- ";A(C+16)
600 ? "S )--- ";A(C+17)
610 ? "T )--- ";A(C+18)
620 ? "W )--- ";A(C+21)
630 ? "Y )--- ";A(C+23)
640 RETURN
700 A(0)=B(0): A(2)=B(1): A(5)=B(2): A(7)=B(3): A(8)=B(4):
A(10)=B(5): A(11)=B(6)
710 A(12)=B(7): A(15)=B(8): A(16)=B(9): A(17)=B(10): A(18)=B(11)
A(21)=B(12): A(23)=B(13)
720 A(32)=B(14): A(34)=B(15): A(37)=B(16): A(39)=B(17):
A(40)=B(18): A(42)=B(19): A(43)=B(20)
730 A(44)=B(21): A(47)=B(22): A(48)=B(23): A(49)=B(24):
A(50)=B(25): A(53)=B(26): A(55)=B(27)
740 POINT #1,Q,W:FOR I=0 TO 55:A=A(I):PUT #1,A:NEXT I
750 CLOSE #1:GOTO 30
1000 ? CHR$(125);"NO CAN-DO!":CLOSE #1:? "ERROR #
";:PEEK(195):END
```

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